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| Project Characteristics | Agile Methods | Heavy Methods |
| Approach | Flexible (iteration) | Linear-sequential approach |
| Success Measurement | Working part of product after each iteration | Result=primal plan |
| Project size | Deal with | Large projects that requires a stable predictable result |
| Management Style | All team is involved in the process. Each can influence or put their weight into a project. People are motivated and free to communicate and collaborate with each other, and make decisions. | There is less collaboration between different specialists, as every team is emphasized on definite step of development. The processes are more centralized |
| Perspective to Change | Easy to change after every ended cycle have been analyzed | No changes could be made or it’s requires to return to the first stages, needs a lot of time and investment |
| Culture | People and communication are more important that processes  Working product is more important than documentation  Collaboration with customer is more important than contract issues  Flexibility is more important that plan | Each phase should be completed before the next one starts  There no overlapping in the phases |
| Documentation | No need in full documentation? All can be changed while collaboration with a client and while | Full and excellent documentation on all stages |
| Emphasis | Working product on each step, Collaboration with customer, readiness to changes | Step by step work flow that should result in working product |
| Cycles | Sprints 2-4 weeks –  Product backlog-sprint backlog-development-testing-potentially shippable product-retrospective | All steps go one after another with no possibility to return |
| Domain | Start-ups, new and specific spheres, when there is a need to get working product in a short time | Suites better for spheres that have definite and concrete specification, rules, structure: medicine, financial sphere |
| Upfront Planning | Sprint planning meeting before each sprint | Exhaustive planning in the beginning of the project/ that strongly controls the whole flow of the project |
| Return on Investment | It’s hard to plan all the amount of investment that the project will need | Quite clean financial planning, that only could be negative if the project in the end turns out not to coincide with that was required |
| Team Size | 5-9 people +scrum master and product owner | Big teams |
| Project Characteristics | Projects that need more flexibility, have limited time to delivery, innovative projects | Large projects that have all the stable and predictable requirements and clear structure. Or finished projects that just need a change of environment or programming language |
| Primary objective |  |  |
| Requirements | No need in exhaustive requirement? Because there are could be changes and addition after every iteration | Waterfall: All requirements are made in the beginning with main documentation |
| Size |  |  |
| Architecture | Sprint backlog: Planning-Development-Result-analysis - | Requirements-planning-design-development-testing-deployment |
| Planning and Control | Each sprint is planned and couldn’t be changed while development, after a sprint there is a vivid result that can be controlled | Each step is planned and starts only after that previous step was successfully ended and controlled |
| Customers | High customer involvement on all stages | Lack of customer involvement |
| Developers | The team mostly consists of experienced people, hardly of juniors | There is a possibility to take less experienced people into the team as the project has more predictable structure and result |
| Refactoring | Essential part of development process | Hard to implicate because all the corns of product are mostly seen in the end |
| Risks | Less risk because of short working parts | To get the wrong product in the end |